

**IN THE SPECIFICATION:**

Please amend paragraph 1 on page 1 as follows:

This application is a Continuation of ~~Continuation-in-Part Application No. 09/716,278, filed on November 21, 2000~~ U.S. Patent No. 6,714,909, issued May 30, 2004, which claims priority from U.S. Patent Application No. ~~09/353,192, filed on July 14, 1999~~ No. 6,317,710, issued November 13, 2001, which claims priority from U.S. Provisional Patent Application No. 60/096,372, and U.S. Patent Application No. ~~09/455,492, filed on December 6, 1999~~ No. 6,801,895, issued October 5, 2004, which claim priority from Provisional Patent Application No. 60/111,273. The above-referenced patent applications are each incorporated herein by reference.

Please amend paragraph 2 on page 11 as follows:

**Smooth Pitch Ratio**

Smooth pitch ratio (SPR) is defined as the ratio of the number of frames that have similar pitch period as the previous frames (the ~~different~~ difference of their pitch periods is smaller than a preset threshold) to the total number of frames in the entire clip.

Please amend the heading before paragraph 3 on page 11 as follows:

**Non-Pitch Ratio Ratio**

Please amend paragraph 1 on page 21 as follows:

For each extracted news story, two forms of representation ~~maybe~~ may be developed. One is textual and another is combination of text with visual. The goal is to automatically construct the representation in a form that is most relevant to the content of the underlying story.

For textual representation, keywords are chosen in step 5080 above, from the story according to their importance computed as weighted frequency.

Please amend the first full paragraph on page 22 as follows:

Fig. 16 is the visual representation about a story on El Nino and Fig. 17 is the visual representation of a story about the high suicide rate among Indian youngsters in a village. As can be seen from both these figures that the story representations constructed this way are compact, semantically revealing, and visually informative with respect to the content of the corresponding stories. A user can choose either to scroll the text on the right to read the story or to click on the button of that story in the table of contents to playback synchronized audio, video, and text, all starting from where the story begins. A different alternative ~~maybe~~ may be to click on one of the representative images to playback multimedia content starting from the point of time where the chosen image is located in the video. Compared with linear browsing or low level scene cut browsing, this system allows a more effective content based non-linear information retrieval.